claims as interpreted under the doctrine of equivalents.

## What is claimed is:

- 1. (Currently amended) An entertainment system comprising:
- a first video input for receiving video signals from an original source;
- a first audio input for receiving first audio signals from said original source;
- a second audio input for receiving second audio signals from a secondary

source independent of said original source;

a first volume control for selectively adjusting the volume level of said first audio signals;

a second volume control for selectively adjustment the volume level of said second audio signals; and

a device for mixing said selectively adjusted first audio signals <u>volume control</u> commands with said

selectively adjusted second audio signals.

a device for recording second audio signals

a device for recording first video signals

a device for recording second video signals (special visual affects built in or inserted)

a device for recording electronic volume commands

a device for storing and recalling named input data

a device for synchronizing video with all recorded data upon play back on a TV or Monitor

2. (Currently amended) The entertainment system as recited in claim 1 further comprising:

a recording devise for recording {said mixed first and } said second audio signals and recording the volume control commands from first audio for

subsequent playback.

3. (Currently amended) The entertainment system as recited in Claim 2 wherein said

recording devise is further structured and disposed for recording said video signals and play back of said video signals

from said original source with said {mixed first and} second audio signal <u>and volume control commands</u> for subsequent playback.

- 4. The entertainment system as recited in Claim 1 where in said original source of said video signals and said first audio signals is a broadcast program.
- 5. The entertainment system as recited in Claim 1 wherein said original source of said video signals and said first audio signals is a recorded medium.
- 6. The entertainment system as recited in Claim 1 wherein said secondary source included at least one microphone.
  - 7. (Currently amended) The entertainment system as recited in claim 6 wherein said second

audio signals are transmitted through said one or more microphones and are derived from <u>interjected</u> voice dialogue, noises and utterances made by one or more users.

8. (Currently amended) An entertainment system <u>as recited in claim 1</u> comprising: a first audio input for receiving first audio signals from said original source;

a second audio input for receiving second audio signals from a secondary source independent of said original source;

a first volume control for selectively adjustment the volume level of said first audio signals;

a second volume control from selectively adjusting the volume level of said second audio signals; and

a device for mixing said selectively adjusted first audio signals volume control commands with said

selectively adjusted second audio signals

9. (Currently amended) The entertainment system as recited in claim 8 further comprising:

a recording device for recording the {mixed first and} second audio signal special affects audible or visual as recited in claim 1 for

subsequent playback with the mixed first volume control commands.

- 10. The entertainment system as recited in claim 9 wherein said original source of said first audio signal is broadcast program.
- 11. The entertainment system as recited in claim 10 wherein the broadcast program is conventional television signal.
- 12. The entertainment system as recited in claim 10 wherein said broadcast program is a cable television signal.
- 13. The entertainment system as recited in claim 10 wherein the broadcast program is a satellite television signal.
- 14. The entertainment system as recited in claim 9 wherein said original source is a recorded medium.
  - 15. (Currently amended) the entertainment system as recited in claim 9 wherein said

secondary source includes at least one microphone and said second audio signal are derived from <u>interjected</u> voice dialogue, noises, and utterances made by one or more users through at least one microphone.

- 16. The entertainment system as recited in Claim 15 wherein said secondary source comprises a plurality of said microphones.
  - 17. (Currently amended) A method of playing a game for amusement and entertainment,

comprising the steps of:

providing a television monitor and speaker for playing an original program containing audio and video;

providing devices comprising:

a first video input for receiving video signals from the original program;

a first audio input for receiving first video signals from the original program;

a second audio input for receiving second audio signals from a secondary source independent of the original program;

a first volume control for selectively adjustment the volume level of said first audio signals;

a second volume control for selectively adjustment the volume level of said second audio signals and

means for mixing the selectively adjusting first audio signals <u>volume</u> <u>control commands</u> with aid

selectively adjusted second audio signal;

providing a microphone to each of a plurality of the game;

playing the original program on the television monitor;

interjecting dialogue, utterances and noises by each of the plurality of player using the respective microphone;

adjusting the volume level of the audio of the original program and recording the volume commands onto a hard drive for play back (Named Recall)

adjusting the volume level of the interjected dialogue, noises and utterances

of the player; as recited in claim 7 and recording them onto a hard drive for play back on named recall

mixing the interjected dialogue, noises, and utterances of the players <u>special</u> affects audible or visual with the

audio volume control commands of the original program;

recording the {video of the original program with the mixed} audio volume control commands as recited in claim 1 of the

original program and interjected dialogue, noises, and utterances of the players on a

selected medium, <u>Hard Drive</u> to produce a {recorded master copy} <u>named recall data</u> <u>entry in the hard drive as recited in claim 1</u> and

playing the {recorded master copy} <u>named recall data</u> on the television monitor and speaker for

amusement and entertainment.